

iSENSE: Completion-Aware Crowdttesting Management

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Background

- Crowdttesting entrusts tasks to online crowdworkers whose diverse testing environments, background, and skill sets could significantly contribute to more reliable, cost-effective, and efficient testing results.
- Trade-offs such as “how much testing is enough” are critical yet challenging project decisions.
- Current practices usually set up either a fixed period (e.g., 5 days) or a fixed number of participant (e.g., recruiting 400 crowd workers) for the close criteria.

Approach

Propose completion-aware crowdttesting management approach iSENSE to raise the awareness of testing progress and facilitate decision making.

Finding 1: Large Variation in Bug Detection Speed and Cost

Finding 2: Decreasing Bug Detection Rates Over Time

Finding 3: Plateau Effect of Bug Arrival Curve

reports arrived chronologically into groups and generates a bug arrival lookup table to characterize the bug arrival information, i.e., bug and duplicate information.

- Integrate two models, i.e. Capture-ReCapture models and Autoregressive Integrated Moving Average model, to predict 1) the total number of bugs contained in the software, and 2) the required cost for achieving certain test objectives, respectively.
- Apply such estimates to support two typical

Experiment

- 218 mobile application testing tasks with 46434 submitted reports from Baidu crowdtesting platform.
- MRE of prediction (on total bugs, and required cost) are both below 6%, with about 10% standard deviation.

The automation of task closing can make crowdtesting more cost-effective, i.e., median of 100% bugs can be detected with 30% saved cost. iSENSE provides practical insights to help managers make trade-off analysis on which task to close or when to close.